

WARLOCK PATRON: THE GHOST TRAIN

Your patron is a spectral machine. Fueled by an infernal engine of souls, this incorporeal machine chugs along the cosmos, a thousand cars long. No one quite knows who designed this curious machine, nor to what end it runs along its tracks, yet such a contraption requires ample fuel. To this end, the Ghost Train occasionally crosses the barrier of worlds, dragging in unsuspecting victims and feeding them into the furnace, as their haunting screams congregate into a echoing train whistle.

Some scholars hypothesize that the Ghost Train is a fearsome demon of the Abyss, while others posit that it's an ancient gith relic, lost to the spacefaring race during the civil war. Whatever its origins, through your pact with the Ghost Train, you may warp the fabric of space, much like the endlessly chugging machine, yet what it gets out of the deal remains uncertain...

EXPANDED SPELL LIST

The Ghost Train lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

GHOST TRAIN EXPANDED SPELLS

Spell Level	Spells
1st	<i>Longstrider, Magnify Gravity</i>
2nd	<i>Blur, Kinetic Jaunt</i>
3rd	<i>Ashardalon's Stride, Blink</i>
4th	<i>Freedom of Movement, Gravity Sinkhole</i>
5th	<i>Passwall, Temporal Shunt</i>

TICKET TO RIDE

Starting at 1st level, you can hitch a ride with the Ghost Train for short distances. As a reaction when you take damage, you dive into the ethereal plane, disappearing and becoming untargetable until the start of your next turn. At the start of your next turn, you reappear in a unoccupied space you can see within 15 feet.

You can use Ticket to Ride twice per long rest. You gain one additional use of this feature when you reach 6th, 10th and 14th level in this subclass, regaining all uses at the end of a long rest.

RUNNING ON RAILS

Additionally at 1st level, if you move at least 15 feet in a straight line, attacks of opportunity are made with disadvantage against you, and your first attack before the end of your next turn deals an additional 1d8 force damage to one target.

You can use this feature only once on each of your turns.

ON A SCHEDULE

When you reach 6th level, you operate with a remarkable punctuality, arriving at your destination precisely on time. You can use the Dash or Disengage action as a bonus action, but you can only move in a straight line until the end of your turn.

Additionally, you always know the exact time to sundown.

NO BRAKES ON THIS TRAIN

At 10th level, nothing can shake you off your rails. Your speed can't be reduced by any means and difficult terrain does not cost you extra movement. Additionally, the first time each turn that you leave the reach of a hostile creature, they take force damage equal to your proficiency bonus.

BULLET TRAIN

At 14th level, you may beckon the Ghost Train from the cosmos, if only for a brief moment. As an action, your speed is doubled and you can move through solid objects. If you end your turn inside an object, you are shunted to the nearest free space and take 5d8 force damage.

At the start of your next turn, the Ghost Train appears from the cosmos, running along the path you moved last turn. Friendly creatures standing in the path can, as a free action, choose to ride with the train, teleporting to your current location. Hostile creatures standing in the path must succeed on a dexterity saving throw, taking 8d6 force damage and being knocked prone on a failed save. On a successful save, they take half damage and aren't knocked prone.

Once you use this feature, you can't use it again until you finish a long rest.



ELDRITCH INVOCATIONS

RETURN TICKET

Prerequisite: The Ghost Train, 14th level The Ghost Train travels along the path of your Bullet Train feature a second time, two turns after you create the pathway, in the opposite direction.

PASSENGER CAR

Prerequisite: The Ghost Train

When you use your Ticket To Ride feature, you can also choose one willing creature within 5 feet of you to teleport with you.

RAILROAD ROBBERY

Prerequisite: The Ghost Train, 11th level

When you deal damage a creature with your No Brakes On This Train feature, you can instead choose to steal one item carried by the creature.

THE LITTLE ENGINE THAT COULD

Prerequisite: The Ghost Train, 5th level

You can use Charisma instead of Strength for athletics rolls.

Additionally, you shove any creature when you deal force damage to them, pushing them 5 feet back. If you moved at least 15 feet in a straight line this turn, you can shove creatures two sizes larger than you.

PUBLIC TRANSPORTATION

Prerequisite: The Ghost Train, Pact of the Tome, 5th level

You learn the Find Steed spell, which doesn't count towards your spells known. When you cast this spell, you can choose for the steed to take the form of a spectral locomotive.

When you reach 10th level, your steed gains the benefits of your Running on Rails and On A Schedule features.

TERMINAL VELOCITY

Prerequisite: The Ghost Train, 6th level

You can use your Running on Rails feature twice during your turn and the damage increases to 2d8 on the second use each turn.

SLEEPER COACH

Prerequisite: The Ghost Train, 4th level

You can travel at a normal pace while short resting. You can extend this feature to a number of creatures equal to your charisma modifier.

SPECTRAL LOCOMOTIVE

Large construct, true neutral

Armor Class 10

Hit Points 45(1d4 + 5)

Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	6 (-2)	14 (+2)	1 (-5)	10 (0)	1 (-5)

Condition Immunities blinded, charmed, deafened, frightened, poisoned, prone

Senses passive Perception 8

Languages None, but can understand all languages

Challenge 2 (300 XP)

Big Bertha. Two creatures sized medium or smaller can mount this creature.

Chugging Along. If the locomotive moves at least 30 feet in a straight line, it can as an action make a Ramming Charge attack against all creatures in that line.

Actions

Train Whistle. The locomotive lets out a loud whistle, which can be heard up to 300 feet away.

Ramming Charge. *Melee Weapon Attack* +3 to hit, reach 5 ft., one target. *Hit:* (2d4 + 4) bludgeoning damage.

ART CREDIT

Infernal Train from Alice: Madness Returns, by Spicy Horse